Michael O'Donnell

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Audio | Visual | IT Support

Entry level Audio, Visual and IT support professional, Able to operate and troubleshoot most AV equipment and systems.

- **Audio:** Digital Audio Consoles, Microphones, Speakers, Webcams, Audio Recording & Sound Mixing, Sound Design, Sound & Vocal Recording, Voice Acting, Mixing & Mastering, Music Composition & Production, Foley Sound Replacement, and Broadcast Editing & Mixing.
- **Visual:** Videoconferencing (Zoom, Microsoft Teams & Google Meet), Projection Systems, Lighting, Set Builds, and Display Devices.
- **Technical Skills:** Pro Tools, Ableton Live 11, Logic Pro X, Reaper, FMOD, Photoshop & Illustrator, GIMP, Unity 2D & 3D, C# & Python, Maya, Substance Painter, Agile Development, Microsoft Suite, Google Workspace, Game/Sound Design Documentation, Visual Design Documentation, Technical Risk Analysis.
- **Other:** Familiarity With Digital Media, Live Productions, Broadcast Equipment Testing; Able to Troubleshoot Basic Computer Issues, Follow AV System Flow Diagrams and Support Documentation.

EDUCATION

Champlain College, Burlington, VT — August 2019 – May 2023
Bachelor of Science in Game Design, Sonic Arts Concentration - 3.59 GPA
Relevant Coursework: Game Development, Game Studio, Game Design, Game Technology, Experiential Design, 3D Modeling & Texturing, UI/UX Design, App Development, Visual Communications & Writing

WORK EXPERIENCE

Enter CTRL Studios
Co-Founder, Sound Designer, Game Designer and Artist — 2019 – Present
Co-founded the studio in September of 2019 to expand upon passion for video games and sound design.
Work collaboratively with teammates on game jams and game concepts. Pitch original video game concepts through visual documents using Google Workspace tools. Continuously evolve and shape creative direction leveraging broad knowledge of popular design aesthetics and game design.

- Created all unique in-game sound effects, art assets and UI design for SNIPERPUNK with effects-processed layered sound samples using Ableton Live to communicate critical game information through audio. Team Size: 19. Contributed various art assets and UI design using Aseprite to improve visual communication. The game is scheduled to ship on Steam in 2024.
- Helped incorporate Enter CTRL as an LLC and secured a publishing deal with TILT Games to ensure continued studio growth and protect intellectual assets.
- Other game design project: **HAT'S A PROBLEM** Team Size: 4. Designed game concepts and created art assets using Aseprite. Awarded 1st place in Ludum Dare Mini Jam 41.

Sanshee - PAX East 2024 — March 2024
Event Sales Associate
Short term project. Assisted with the setup and break down of a merchandise booth for this large convention, attended by thousands of customers. Restocked and safeguarded inventory. Delivered exceptional customer service, professionally engaged with customers, advertised and upsold products using creative marketing strategies.

Other Relevant Experience: Tech Crew (Marlborough High School): Set Building, Surface & Detail Painting, Lighting & Sound.
IT Support (City of Marlborough): Device Configuration, Setup, Inventory & Maintenance

PROJECTS

Champlain College Projects:
AXECUTIONERS | Team Size: 14 | Sound & Game Design | December – May 2023
CLAWS & EFFECT | Team Size: 7 | Sound & Game Design | February – December 2022
Performed Agile development for 14 one-week sprints. Created and implemented sounds and co-designed experiences.

HPS1 Two-Minute Horror Jam:
SUBTERROR | Solo • Experience & Level Design | July 2020
First Unity engine experience. Used custom render pipeline, ProBuilder and timeline with minimal coding.